
Subject: Re: Choosing Spawn Points...

Posted by [Veyrdite](#) on Thu, 11 Jan 2007 07:52:44 GMT

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i am guessing shooting a certain place on a wall (set up with script zones) would be easier. you dont need a new script, just make each team spawn in their own room and have teleporters one one side marked with images.
by memory there is a teleport script that teleports people to more than one place incase 2 people teleport at once and get stuck, or dont move until another person gets stuck going through the same teleporter.
